

## CLAIMS

1. A method for creating a novelty article, the method comprising the steps of:
  - a) obtaining a three-dimensional digital model of a face of a famous person;
  - b) obtaining a three-dimensional digital model of an article associated with the fame of the famous person;
  - c) merging the digital models to create a merged three-dimensional digital model, wherein the face of the famous person is positioned on the article of fame in the merged three-dimensional digital model; and
  - d) creating a physical three-dimensional novelty article based on the merged three-dimensional digital model.
2. The method of claim 1, wherein the famous person is an athlete.
3. The method of claim 1, wherein the article of fame is a sports ball.
4. The method of claim 1, wherein the step of creating comprises making a mold based on the combined three-dimensional digital model.
5. A novelty article made using the method of claim 1.
6. The method of claim 1, wherein the step of obtaining a three-dimensional digital model of a face comprises scanning the face of a famous person to create a scanned image.
7. The method of claim 1, wherein the step of merging comprises positioning the face relative to the article of fame such that the article of fame forms the remainder of the famous person's head.
8. The method of claim 7, wherein the relative size of the article of fame and the face is such that the article of fame is generally the size of the famous person's head.

1 9. A sports novelty article, comprising the combination of:

2 a) a three-dimensional representation of the face of a famous athlete; and

3 b) a three-dimensional representation of an object related to the sport  
4 from which the famous athlete is associated;

5 wherein the representation of the face of the famous athlete is positioned on  
6 the representation of the related object.  
7

8 10. The article of claim 9, wherein the combined three-dimensional representation  
9 of the face and three-dimensional representation of the related object is the head of  
10 a figurine.  
11

12 11. The article of claim 10, wherein the figurine comprises the uniform of the  
13 famous athlete.  
14

15 12. The article of claim 10, wherein the head of the figurine is hollow and the  
16 figurine can be positioned in the head.  
17

18 13. The article of claim 9, wherein the face is a caricature of the famous athlete.  
19

20 14. The article of claim 13, wherein the face of the famous athlete is textured  
21 similar to the texture of the related object.  
22

23 15. The article of claim 9, further comprising the famous player's name, team  
24 logo, or jersey number.  
25

26 16. The article of claim 9, further comprising voice signal technology.  
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28 17. The article of claim 9, further comprising an openable cavity.  
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30 18. The article of claim 17, further comprising a removable item positioned in the  
31 cavity.  
32

33 19. The article of claim 17, wherein the article is reversible to display a second  
34 face.

1  
2 20. The article of claim 9 combined with a pillow or backpack.

3  
4 21. The article of claim 9, wherein the relative size of the representations of the  
5 related object and face are such that the related object is generally the size of the  
6 athlete's head.

7  
8 22. A sports novelty article relating to a famous athlete, the article comprising:

- 9 a) a three-dimensional representation of a ball associated with the sport  
10 from which the famous athlete is associated;  
11 b) a three-dimensional representation of the face of the famous athlete,  
12 the representation of the face being positioned on the representation of  
13 the ball such that the ball continues from the face to form the remainder  
14 of the athlete's head;

15 wherein the relative size of the representation of the ball and the  
16 representation of the face is such that the ball is generally the size of the  
17 representation of the head.